

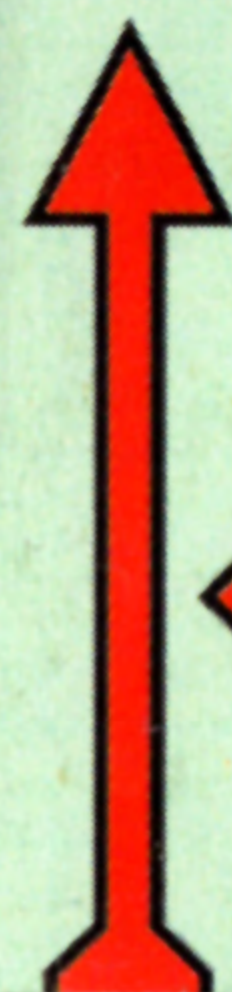
GAME BOY ADVANCE

AGB-BUME-USA



MONOPOLY[®]

BRAND



COLLECT
\$200.00 SALARY
AS YOU PASS

BOARDWALK



LUXURY
X



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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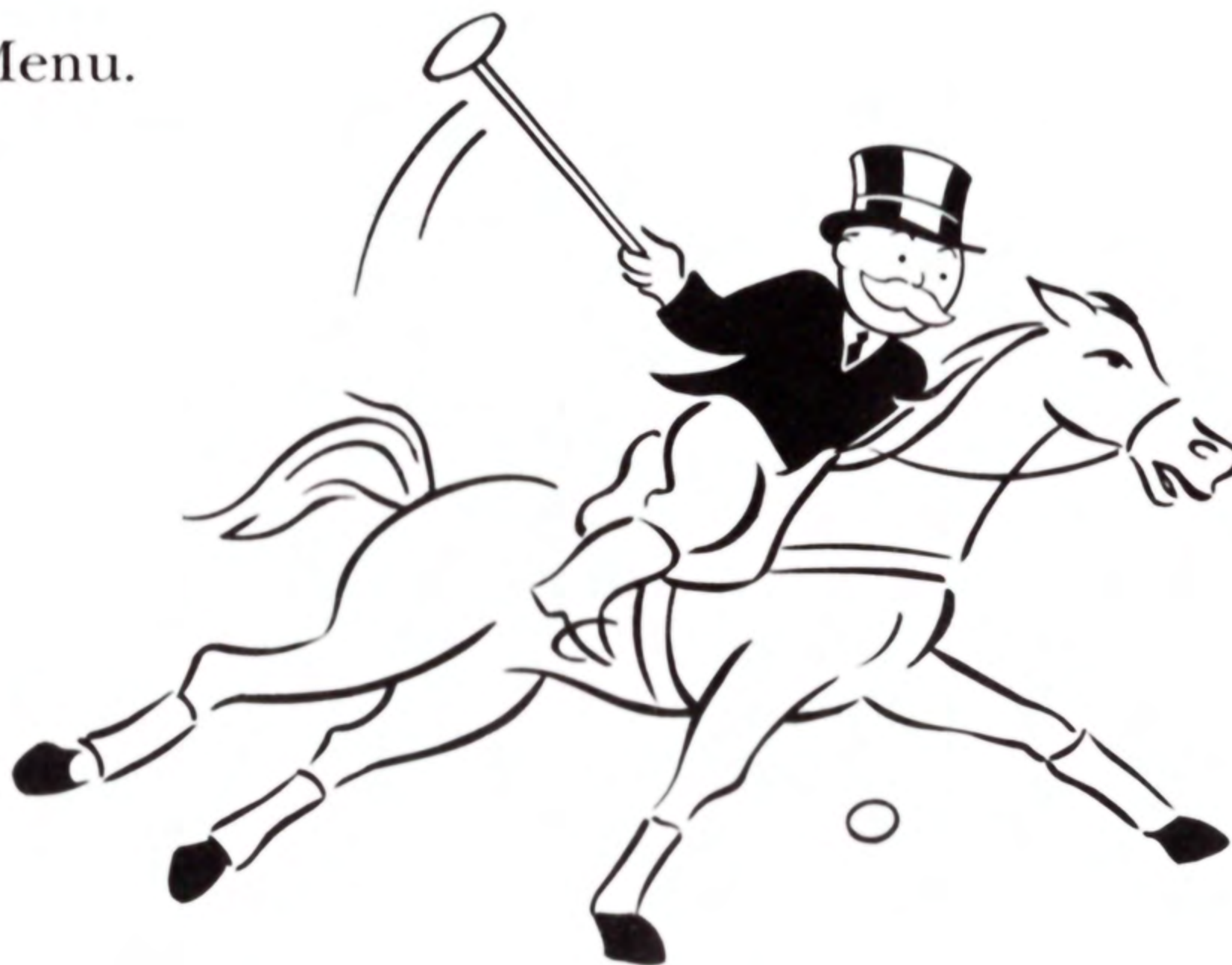
GETTING STARTED

Switch the Nintendo Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.

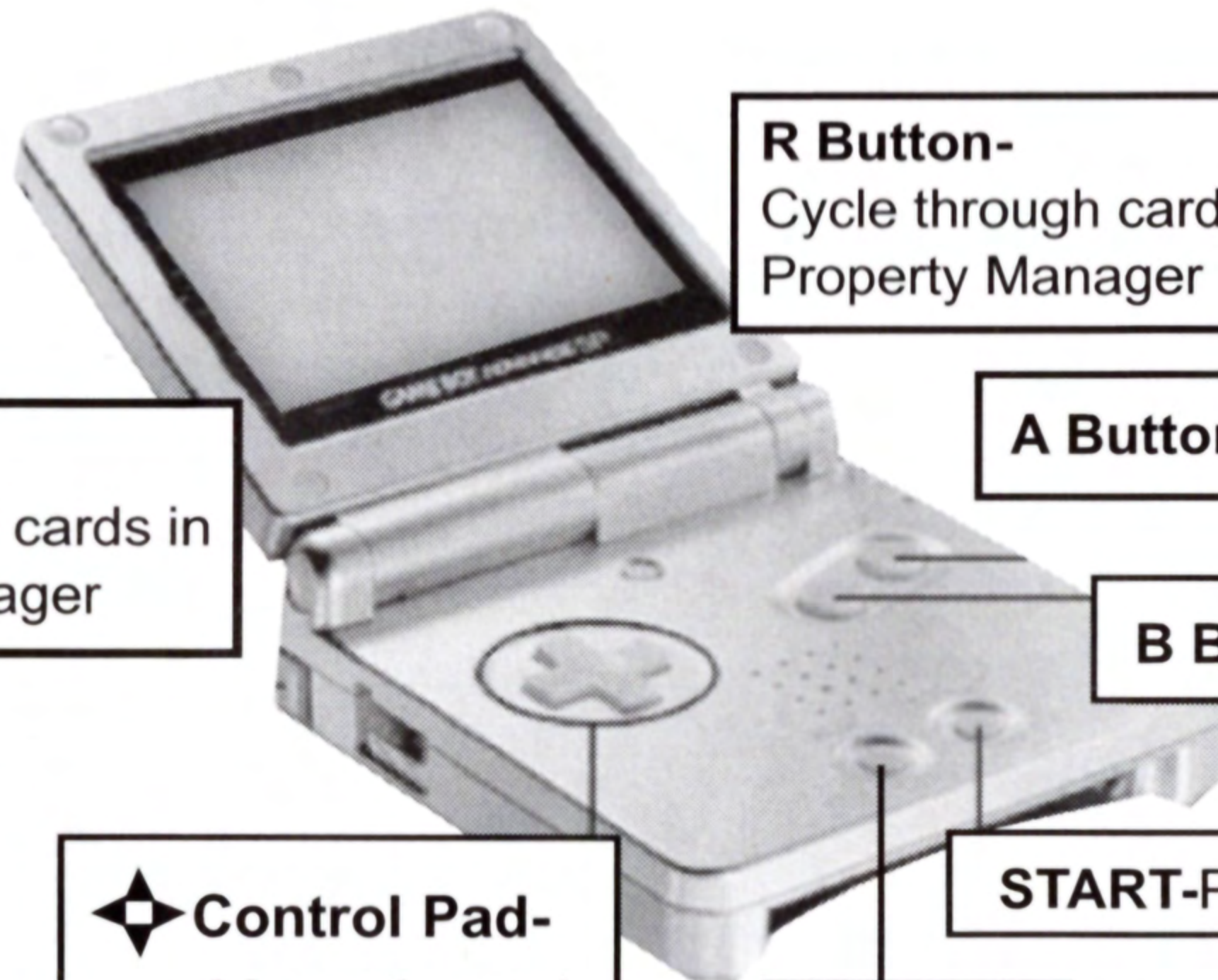
Insert the MONOPOLY® Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.

Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

Press START to enter the Main Menu.



GAME CONTROLS



L Button-
Cycle through cards in
Property Manager

R Button-
Cycle through cards in
Property Manager

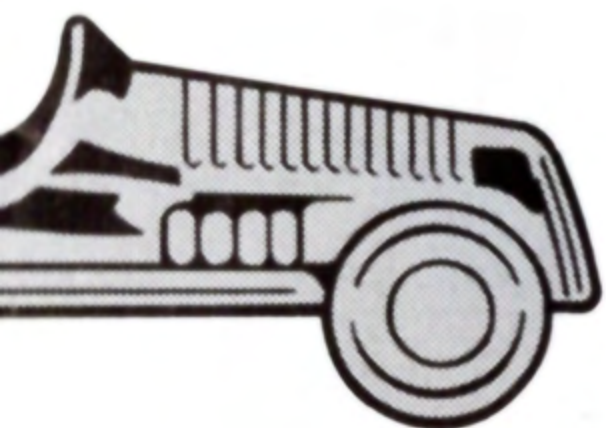
A Button-Throw Dice/Confirm Selection

B Button-Back

START-Pause Game

SELECT

 **Control Pad-**
Move through
Menus



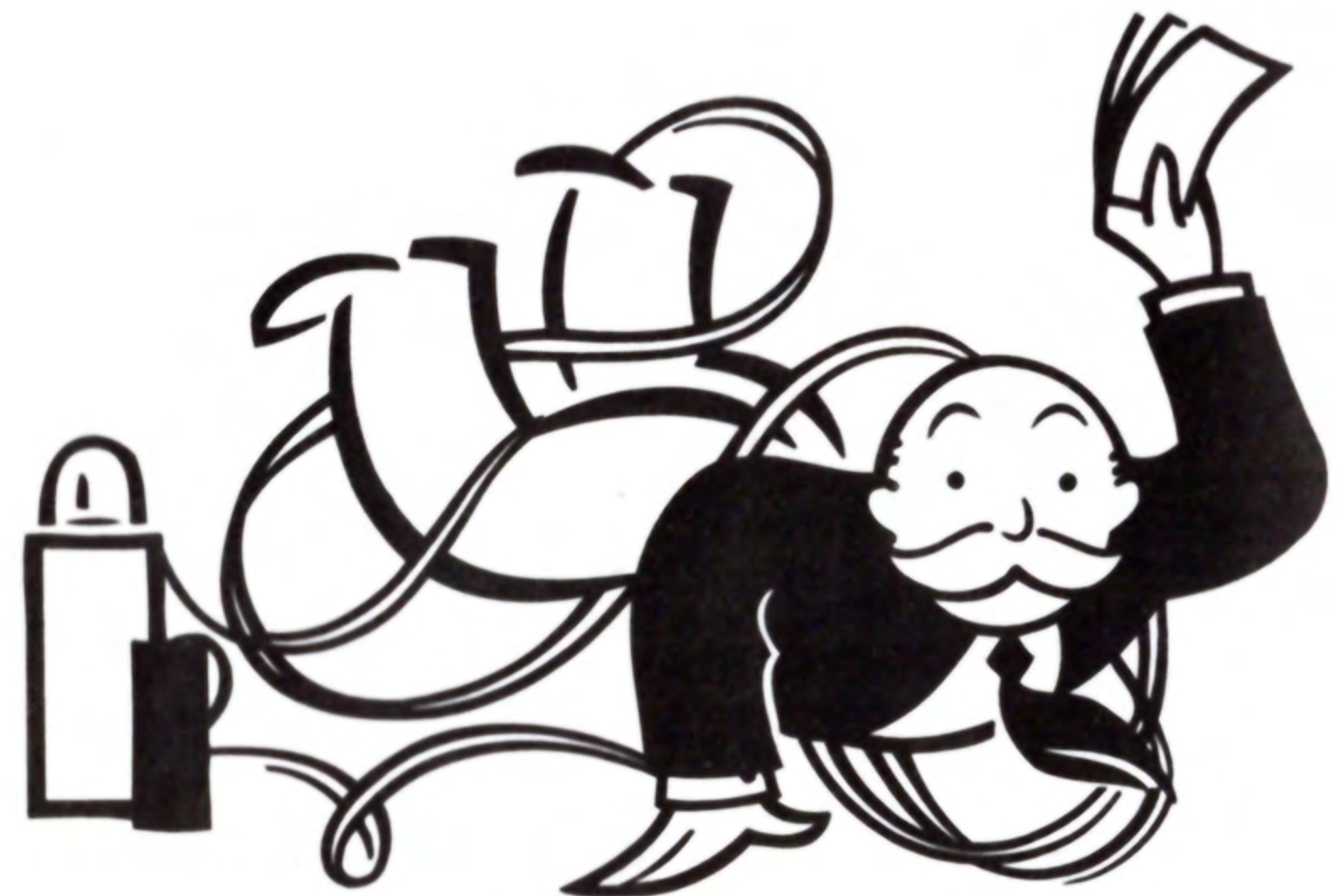
GAME IN BRIEF

MONOPOLY® is the game of buying, renting or selling Properties so profitably that players increase their wealth. The wealthiest becomes the winner.

Starting from the "GO" space, move your token around the board according to your dice roll. When you land on a Property that is not already owned by anyone else, you may buy it from the Bank. If you choose not to buy it, it is auctioned off to the highest bidder. Players who own Properties collect rents from opponents stopping there. The construction of Houses and Hotels greatly increase the rent you can collect, so it is wise to build on as many Sites as possible. If you need to raise more money, the Bank can give mortgages on Properties. You must always obey the instructions given on the Community Chest and Chance Cards.

OBJECT OF GAME

The object of the game is to be the only player left in the game who is not bankrupt.

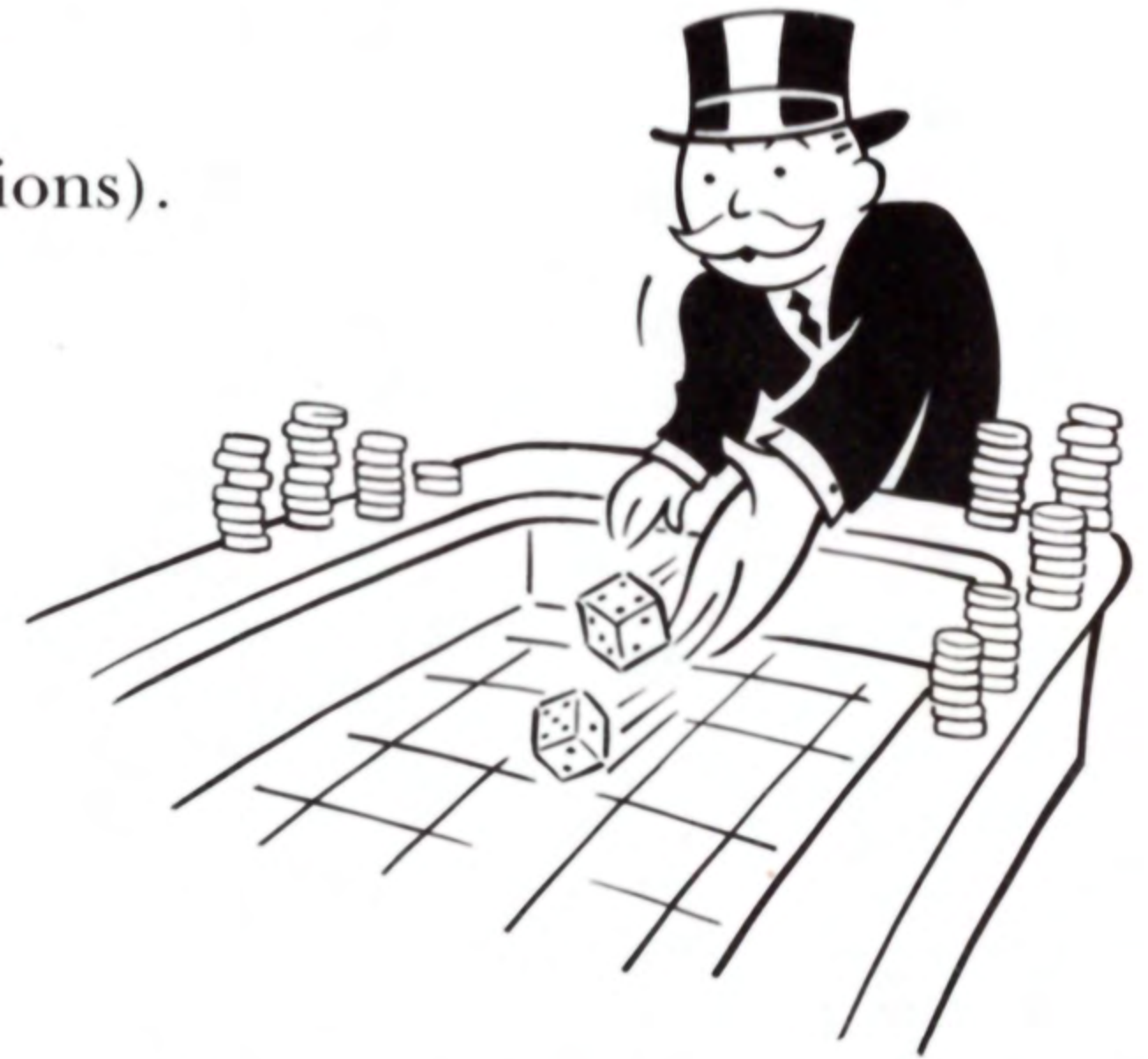


THE RULES

PLAYING THE GAME

On your turn, roll both dice and move clockwise around the board in the direction of the arrow. The space you land on will determine what you have to do. Up to four tokens may rest on the same space at a time. You may do one of the following according to the space you land on:

- Buy Properties (including Sites, Utilities and Stations).
- Pay Rent by landing on an owned Property.
- Pay Taxes.
- Draw a Chance or Community Chest card.
- Go to Jail.
- Rest on the Free Parking Space.
- Collect \$200 salary.
- Be "Just Visiting" the Jail.

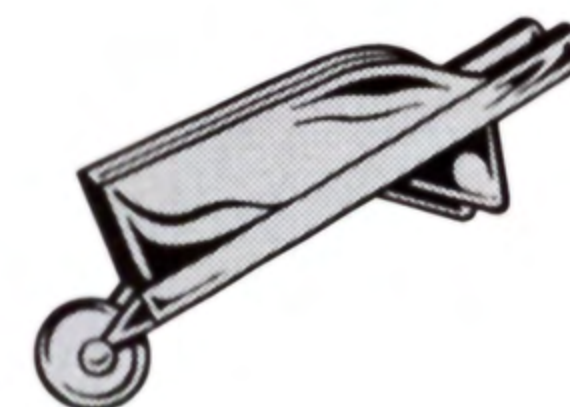


Doubles

If you roll a double, move your token and complete your turn. Then roll the dice again and have another turn. If you roll a double for a third time in succession, you must go straight to Jail.

PASSING "GO"

Every time you either land on or pass "GO" while moving in the direction of the arrow, you are paid \$200 by the Bank. It is possible to collect \$200 twice within one turn if, for example, you land on the Chance and Community Chest space immediately after "GO" and pick the card that tells you to "Advance to GO".



BUYING PROPERTY

If you land on an unowned Property (that is on a Property for which no other player holds the Title Deed), you have the first chance to buy it. There are 3 types of Property - Sites, Utilities and Stations. If you decide to buy, pay the Bank the price in money as stated on the Title Deed. You will receive in exchange, as proof of ownership, that

Property's Title Deed, which will be displayed in your 'The Property Manager' (see The Property Manager). If you decide not to buy, the Banker will immediately auction the Property for sale to the highest bidder, starting at any price that another player is willing to pay. Even though you declined the option of buying at the original price, you may join in the bidding too.

OWNING PROPERTY

Owning Property allows you to collect rent from any "tenants" who land on that space. It is an advantage to own all the Sites within a color group - in other words, to own a monopoly. You can build on any site for which you own the complete color group.

Any Sites owned can be displayed in the 'The Property Manager' and additionally viewed in the 'Player Status' screen.

LANDING ON SITES

If you land on a Site that has previously been bought by another player, you will be required to pay rent for stopping there. The player who owns this site will ask you for rent before the player following you rolls the dice. The amount payable is shown on the Title Deed for that Site and will vary according to the number of buildings on it. If all Sites within a color group are owned by a player, the rent payable is doubled on any Site of that group not yet built on. However, a player who owns a whole color group may not collect double the rent if any one Site has been mortgaged.

Where Houses or Hotels have been built on a Site, the rent will increase and will be shown on that Site's Title Deed. Rent is not payable on mortgaged Properties.

LANDING ON UTILITIES

Landing on one of these allows you to buy the Utility if it is not already owned by another player. As with the other Property spaces, pay the Bank the price stated on the space. If the Utility is already owned, you may be asked to pay rent to the owner according to the dice you rolled to get there. If the owner has only one of the Utilities, the rent will be four times your dice roll. If, however, both Utilities are owned by the same player, you must pay ten times the amount of your dice roll.

If you decide not to buy, the Banker will again auction the Utility to the highest bidder. You may join in the bidding too.

LANDING ON STATIONS

If you are the first to land here, you have the opportunity to buy the Station. Otherwise it is auctioned by the Bank. Even though you declined to buy at the original price, you may join in the bidding too. If the Station is already owned when you arrive, you must pay the amount stated on the Title Deed. The amount payable will vary according to the number of other Stations owned by that player.

LANDING ON "CHANCE" & "COMMUNITY CHEST"

Landing on one of these spaces means you will be given the relevant card from the top of the deck. These cards may ask you to:

- Move the token.
- Pay money - for example, in taxed.
- Receive money.
- Go to Jail.
- Get out of Jail free.



You must follow the instructions on the card and act immediately. The card will then be returned automatically to the bottom of the deck. If you pick a "Get Out of Jail Free" card, you may keep it until you wish to use it or sell it at a mutually agreed price. See the 'The Property Manager' where you can trade, swap or sell Title Deeds.

NOTE: A card may instruct you to move your token to another space. If you pass "GO" on the way, you will collect \$200. You do not pass "GO" when you are sent to Jail, or if you are sent back (for example, to Old Kent Road).



LANDING ON SPACES

When you land on these, simply pay the relevant amount to the Bank.

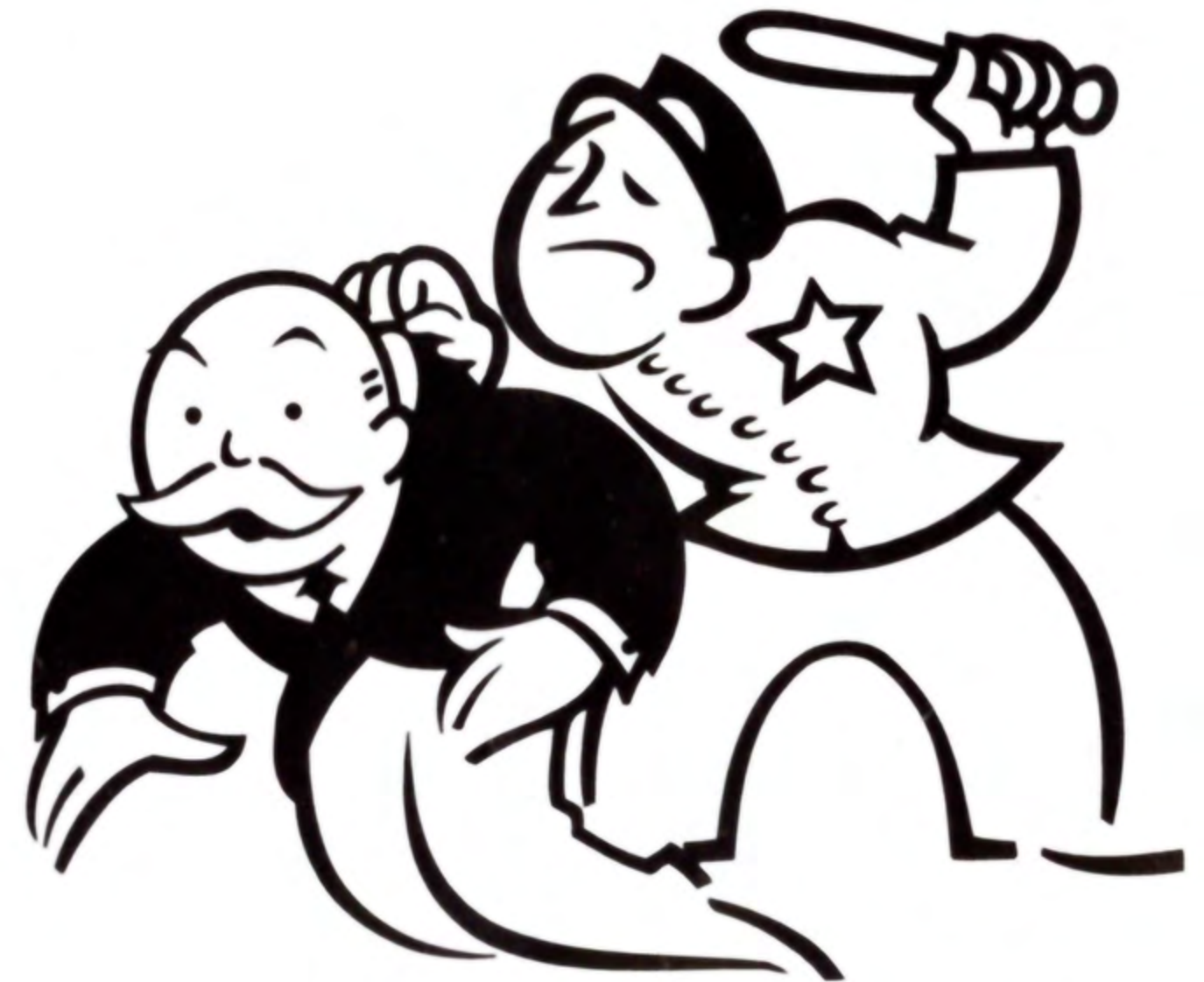
FREE PARKING

If you land on this space, you simply rest here until your next turn. There is no penalty for landing here. You may still undertake transactions as usual (for example, collect rent, build on Sites you won, etc.)

JAIL

You will be sent directly to Jail if:

- You land on the "GO TO JAIL" space, or
- You pick a Chance or Community Chest card which tells you to "GO DIRECTLY TO JAIL", or
- You roll a double three times in succession on your turn.



Your turn ends when you are sent to Jail. If you are sent there, you may not collect a \$200 salary, regardless of where you are on the board.

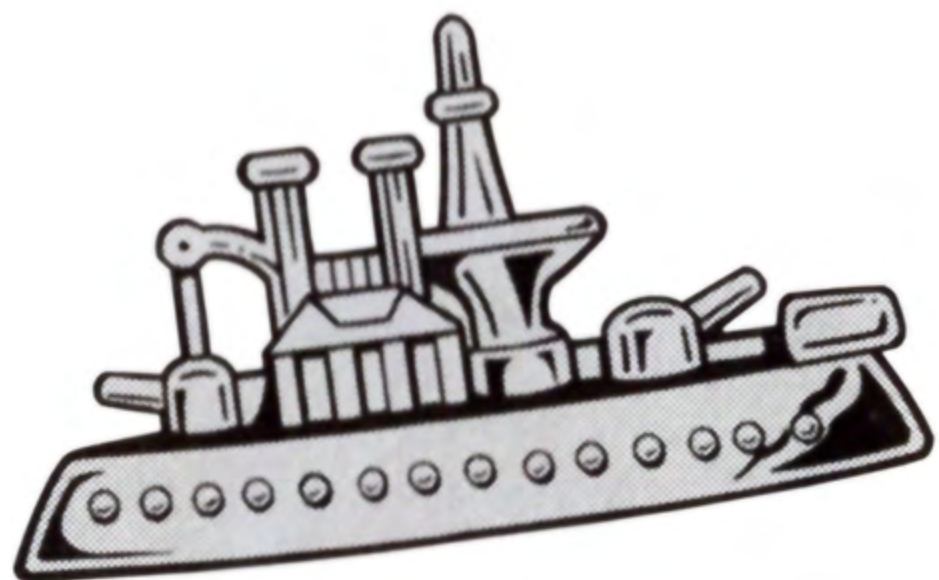
To get out of Jail you may:

- Pay a fine of \$50 and continue on your next turn, or
- Purchase a "Get Out of Jail Free" card from another player at a mutually agreed price and use this to get out, or
- Use a "Get Out of Jail Free" card if you have one, or
- Wait there for three turns, rolling the dice on each turn to try to roll a double. If you roll a double on any turn, move out of Jail using this dice roll.



After you have waited three turns, you must move out of Jail and pay \$50 before moving your token according to your dice roll.

While in Jail you can collect rent on Properties provided they are not mortgaged. If you are not "sent to Jail", but during the course of play land on the Jail space, you are "Just Visiting" and incur no penalty. On your next turn, you move ahead as usual.



HOUSES

Once you own all the Sites of a color group, you can buy Houses to put on any of those spaces. This increases the rent you may charge to tenants. The price of a House is shown on the relevant Title Deed. You can buy on your turn only, but you must build evenly. You cannot build a second House on any one Site of a color group, and so on up to a maximum of four Houses per Site. Selling Houses must be done evenly too. You may buy or sell on your turn as many buildings as your judgement and financial standing will allow. Houses may not be built if any Site of the same color group is mortgaged. If you own all the Sites of a color group and only one or two of them have been built on, you can still collect double rent from another player who lands on one of your unimproved Sites in that color group.

HOTELS

You must have four Houses on **each** Site of a complete color group before you can buy a Hotel. Hotels are bought in the same way as Houses and cost four Houses, which are returned to the Bank, plus the price as shown on the Title Deed. Only one Hotel may be erected on any one Site.

BUILDING SHORTAGES

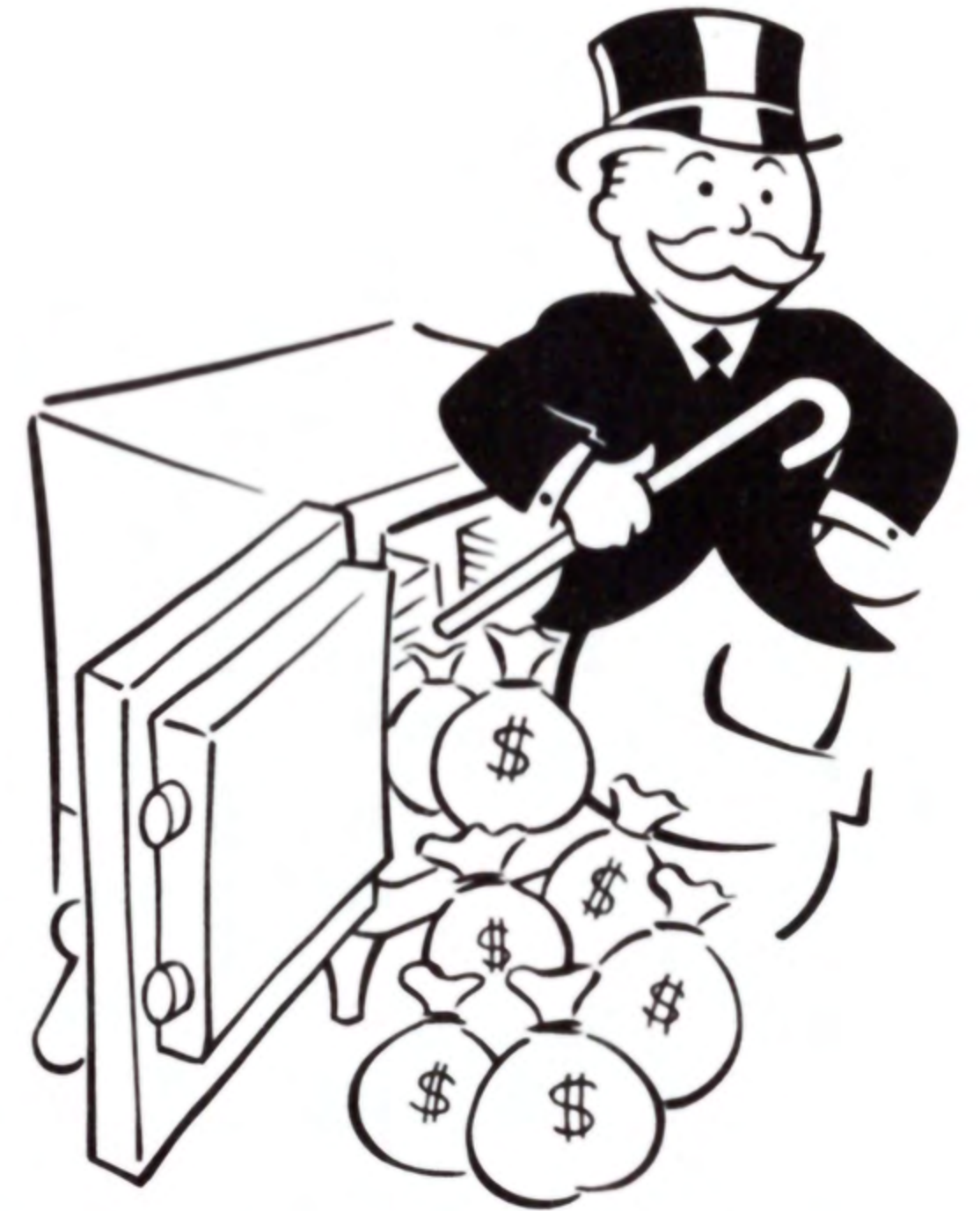
If there are no Houses left in the Bank, you must wait for other players to return theirs before you can buy any. Similarly, when selling Hotels you cannot replace them with Houses if there are none left.

SELLING PROPERTY

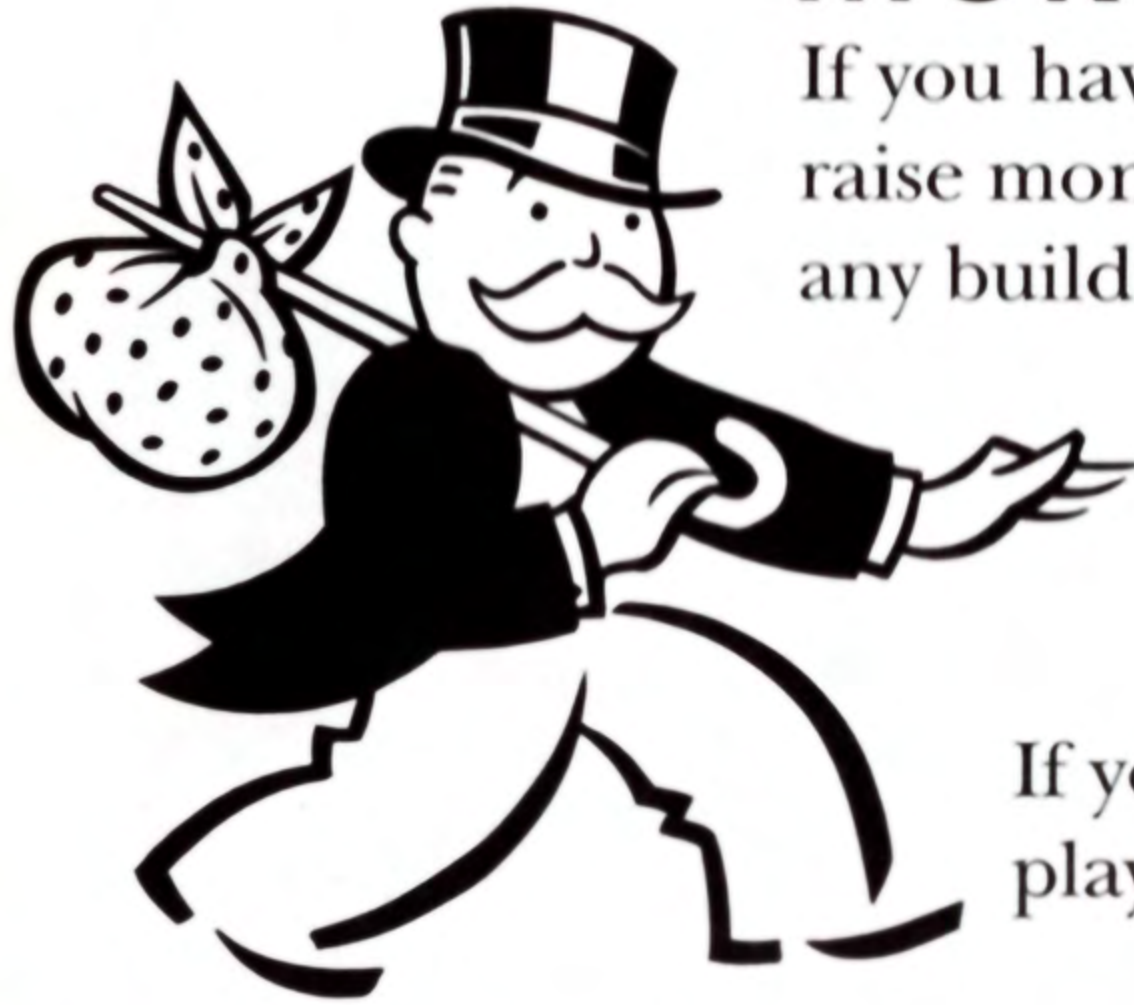
You may sell undeveloped Sites, Stations and Utilities to any other player as a private transaction for a sum agreeable to both of you. No Site, however, may be sold to another player if any buildings stand on any of the Sites of that color group. Should you wish to sell a Site from a color group, you must first sell all buildings on those Sites to the Bank.

Houses must be sold evenly, in the same way as they were bought (see "Houses" above). Houses and Hotels cannot be sold to other players. They must be sold to the Bank **at half the value** stated on the relevant Title Deed. They may be sold only during your turn.

For Hotels, the Bank will pay half the cash price of the Hotel plus half the price of the four Houses which were given to the Bank for the purchase of the Hotel. All Hotels on one color group may be sold at once. If necessary, Hotels can be broken back down into Houses to raise money. To do this, you can sell a Hotel to the Bank and receive in exchange four Houses as well as money for the Hotel (i.e. half its cost). Mortgaged Property cannot be sold to the Bank, but to other players only.



MORTGAGES



If you have no money left and are required to pay a debt, you can raise money by mortgaging a Property. If mortgaging a Site, first sell any buildings to the Bank. To mortgage a Property, go to the 'The Property Manager' and select mortgage. When you wish to repay your mortgage you must pay this amount plus 10% interest.

If you mortgage a Property, you retain possession of it. No other player can secure it by paying off the mortgage to the Bank.

Rent cannot be collected on a mortgaged Property although it can still be collected for other Properties of that color group.

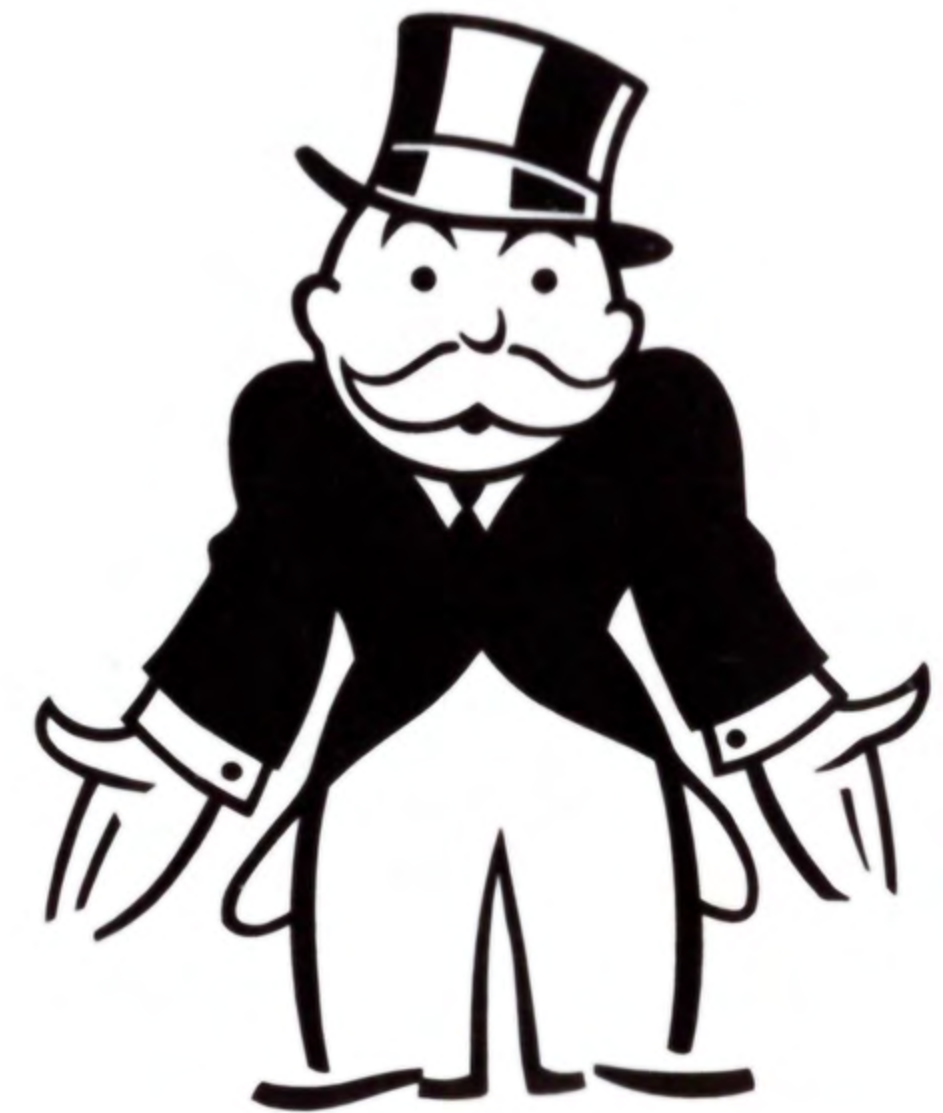
You **can** sell mortgaged Property to other players at any agreed price. The buyer can then decide to remove the mortgage immediately by paying off the mortgage plus the 10% interest. Alternatively, he can pay the 10% but retain the Property with a mortgage. In this case, when the mortgage is finally removed an additional 10% is payable.

When all Sites of a color group are no longer mortgaged, the owner may begin to buy back Houses at full price.

BANKRUPTCY & GAME OVER

If you owe the Bank or another player more money than you can raise from your assets, you are declared bankrupt and are out of the game. This will be displayed alongside the Title Deed.

If your debt is to the Bank, the Bank gains all your cash and Title Deeds. The Banker then auctions off each Property to the highest bidder. At this point, if you are the only human player, the game is Over. You will see who won the game.



NOTES ON PLAY

If you owe more rent than you can pay in cash, you may pay your creditor part in cash and part in Property (Sites must be free from Houses/Hotels). In this case, the creditor may choose to accept certain Property (even if it is mortgaged) at a value far in excess of the printed one in order to obtain additional Properties or to block another player from obtaining control of that Property.

If you own Property, rent will automatically be collected for you.
Money can only be loaned to a player by the Bank and then only by mortgaging Property.

WINNING THE GAME

The last player left in the game is the winner.

PLAY MODES

STANDARD GAME

All the previous rules relate to a 'Standard Game' of MONOPOLY®. The following Game Types have different rules which must be learned by the player.

CUSTOM GAME

The Custom Game is essentially the same as a 'Standard Game' but will allow the player to set many Play Options before starting a new game.

SHORT GAME

There are three differences in the rules for this "Short Game".

1. During **PREPARATION** for play, the Banker shuffles the deck of Title Deed cards. The Banker deals, one at a time, two Title Deeds to each player. Players receiving Title Deeds will automatically pay the Bank the printed price of each of the two Properties thus acquired. Play then starts as in the standard game.
2. In this short game, you will need to build only three Houses (instead of four) on each Site of a complete color group before buying a Hotel. Rent received for



a Hotel remains the same as in the standard game. When selling Hotels, the value is still one-half the purchase price, which in this game is one House less than in the regular game.

3. END OF GAME. The first player to go bankrupt retires from the game as in the standard game, and the game ends. The Banker will then total:



- Cash in hand.
- Sites, Utilities and Stations owned by each player at the price printed on the board.
- Any mortgaged Property owned by him at one-half of the price printed on the board.
- Houses, valued at purchase price.
- Hotels, valued at the purchase price including the value of the three Houses exchanged.

The richest player wins!



TIME LIMIT GAME

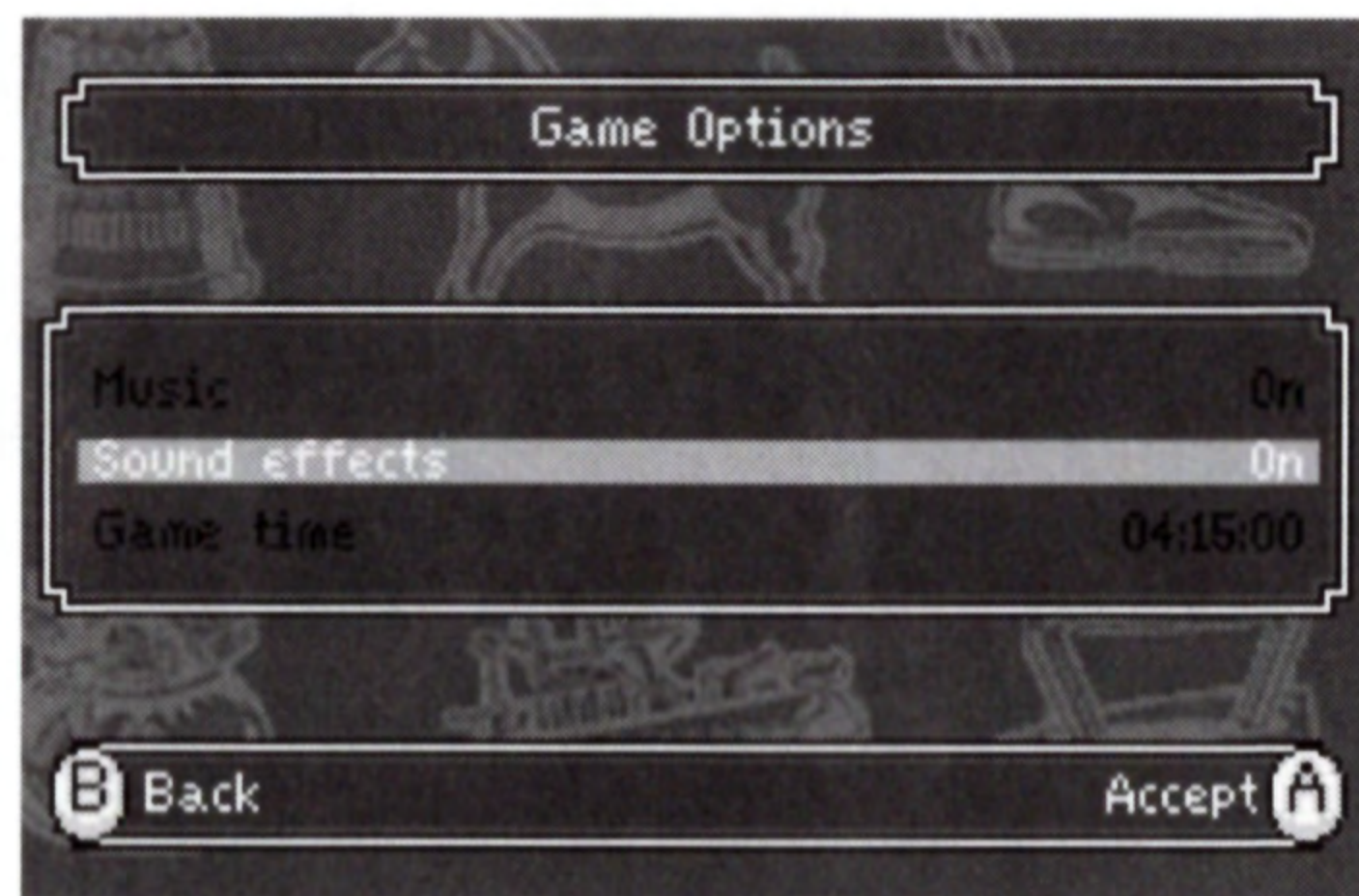
Here is another short game. Before starting, the player must set a definite time to finish the game, with the richest player at this time winning. Before starting the game, Title Deed cards are shuffled and cut, and the Banker deals two to each player. Players will automatically pay the Bank the price of the Property dealt to them and play continues as with the standard game.

GAME OPTIONS

Here you can change various options which affect the game:

AUDIO-Adjust the sound effects (sfx) and music volume.

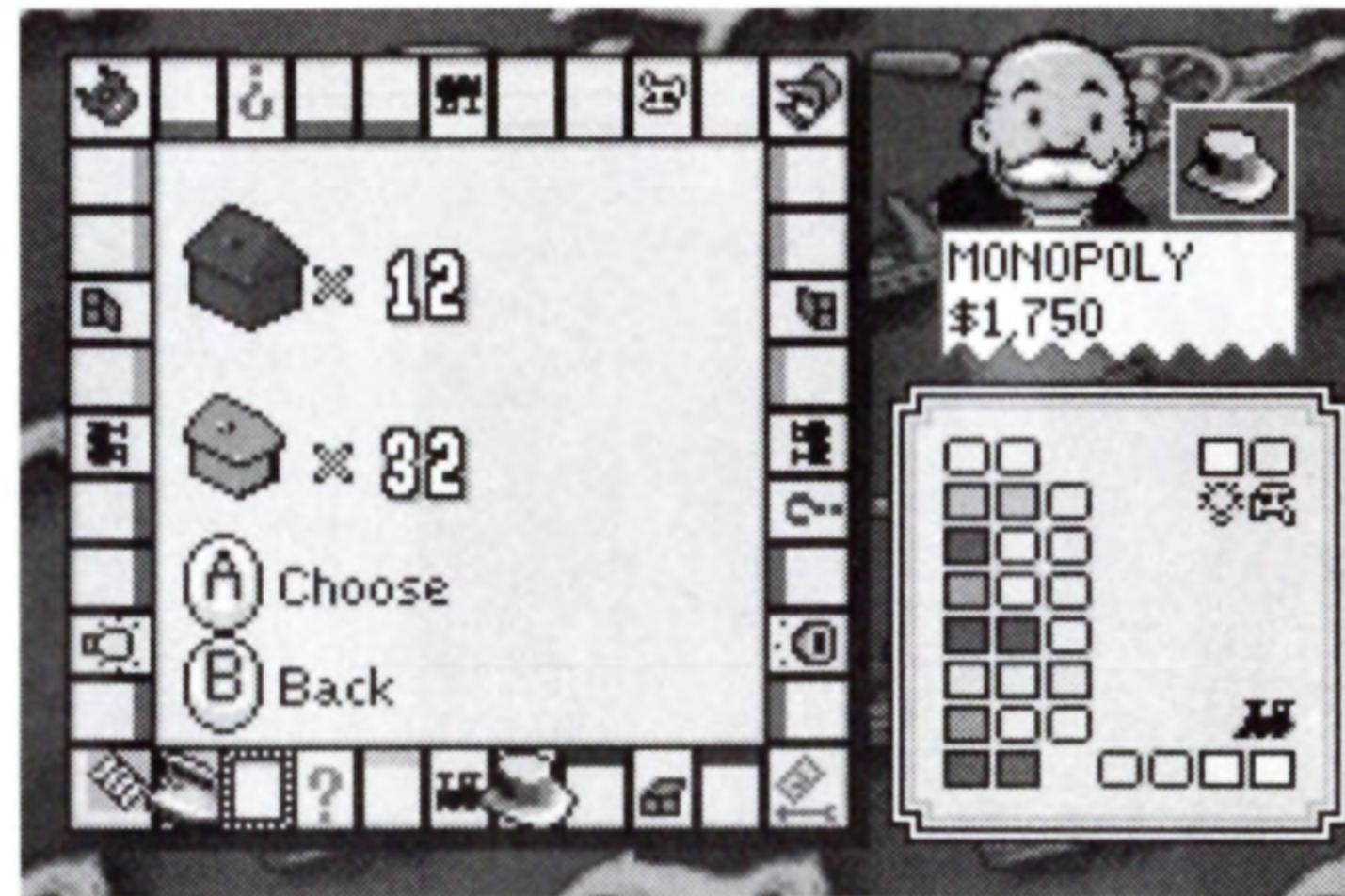
CREDITS-View the credits list for MONOPOLY®



PLAYER STATUS

This is where the player can see the overall status of players in the game. It will display details such as:

- The current number of Properties owned by a player.
- If Title Deeds are mortgaged.
- Number of Houses or Hotels on each Site.
- Number of Houses and Hotels available in the Bank.
- The amount of cash a player has.
- Whether or not a player has a "Get Out of Jail Free" card.



Players can move around the board, select a Site, and press the A Button to view further Site details.

THE PROPERTY MANAGER

This is where a player must manage his/her properties. The options available are:

- Mortgage a Property.
- Unmortgage a Property.
- Sell and Trade Properties to other players.
- Build Houses and Hotels.
- Sell Houses and Hotels back to the Bank.

HEADS UP DISPLAY (HUD)



IN-GAME HELP

The in-game Help facility will contain:

- All the Standard Rules.
- Explanation of the additional Custom Game Rules.
- MONOPOLY® Hints and Tips.
- Did you know?

INPUT CODES

Here the player is able to input Cheat Codes. An example of which would be to start the game owning a complete color group of Sites.



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